

Team Games

- HOOP BALL

2 teams

2 hoops (one at each end of pitch)

Cones (to mark out pitch)

1 Netball (or any other suitable ball)

Divide players into 2 teams (No more than 6 players in a team). If there are more than 12 players, use "roll on, roll off" substitutes. Set up a pitch (approx 30x20 yards) with a hoop located at both ends of the pitch. Each team is designated a hoop to score into. Team scores a goal by bouncing the ball inside their designated hoop.

Rules

- No player is allowed to stand inside either hoop. If they do, this will result in a free shot to the opposing team (taken approx 5 yards away from the hoop they are scoring in).
- Players are NOT allowed to run with OR dribble with the ball. When they receive the ball, they must keep their pivot foot on the ground before either shooting or passing.
- If a player touches the ball and the ball goes out of play, this will result in a free pass to the opposing team from the point at which the ball went out of play.
- This is a NON-CONTACT game. If deliberate contact is made with an opposing player, this will result in a free pass to the opposing team at the point at which the infringement took place.



- **PICK UP**

2 or 3 teams

Cones (of three different colours)

Playing members on each team stand one behind the other behind a start line.

10-20 cones of 1 colour are placed near to the start line and are worth 1 point.

10-20 cones of a different colour are placed further away and are worth 2 points.

10-20 cones of a different colour are placed even further away and are worth 3 points.

Team members collect the cones (one at a time) and continue to collect the cones until the leader shouts stop. The leader will shout stop after approximately 1 minute. He/she must then count up the points to determine which team is the winner.

- **CRISS CROSS**

4 teams

Cones

Mark out a square (approx 30×30 yards) using cones. Divide players into 4 teams and send each team into a corner of the square. Each team must attempt to get to the opposite corner the fastest, using whichever method the leader calls out (e.g. hopping, skipping, double-footed jumps, sprinting, etc). This is likely to create a "traffic-jam" in the middle each time. Leader(s) must mark down which team wins each round. First team to 5 will be the winner.



- **PINBALL**

2 teams

Football (one each)

One suitable ball (located in the middle of the two teams)

Cones (to mark out area)

Mark out a square using cones. Divide players into 2 teams. One team is situated behind the cones on one side of the square and the other team is situated behind the cones on the side directly opposite. Each player has a football at the start. Another football (which can be distinguished from the other footballs that the players are using) is placed at the centre point inside of the square. Players must attempt to move the football located inside the square, by striking the footballs located on the outside, off it. Both teams must attempt to move the football past the line of the opposing team standing directly opposite. If they are successful, they will receive 1 point. First team to 5 will be the winner.

This game can be played using balls other than footballs (e.g. players have to roll netballs/basketballs or tennis balls, etc)

Rules

- Players are NOT allowed inside the square/rectangle at any point. If they do go inside, the other team will receive one point.
- Players are NOT allowed to touch the ball which is located inside of the square with any part of the body. If they do, the other team will receive one point.



- **TAILS**

2 teams

Bibs (two different colours)

Cones (to mark out pitch)

Divide players into two teams of equal number. Each player must tuck a bib (tail) into their shorts or trousers. Team 1 will use red bibs; Team 2 will use blue bibs. Players must attempt to steal as many bibs from the opposing team as they can.

If a player steals a bib from the opposing team, they must hold it in their hand until the end of the game.

If a player's bib/tail is stolen they must go and get another bib from the leader, tuck it into their trousers/shorts and carry on playing the game.

The game is played for approximately 2 minutes and leaders must count to see which team has stolen the most bibs at the end of the game.

- **ROBIN HOOD**

4 teams (3 in each team)

Large Hoop

Balls (approx 20-30)

Cones

Divide players into 4 equal teams of 3. Mark out a square with one team at each corner. Place a large hoop in the middle of the square with about 30 balls inside of the hoop. These can be any type of balls (tennis balls, footballs, rugby balls, etc). On the leader's signal, the first player from each team races to the middle, collects a ball, and takes it back to their team's corner. The next player then sets off and performs the same activity, and so on. Once all of the balls from inside of the hoop have gone, players can go around and take the balls collected by other teams. The winner of the game is the team with the most balls back at their corner after a set time given by the leader.



- **CHUNNEL**

2 Teams

Split players up into two equal teams. Teams line up single file and are situated equal distances from the leader who stands arms outstretched towards the teams. Players stand with legs apart with the exception of the team member at the back who must crawl through the tunnel formed by the legs. Once at the front this team member must stand up and the next team member crawls through the tunnel. This continues until one of the teams can touch the outstretched hand of the leader. To avoid cheating team members must be able to touch the shoulders of the person in front.

This team game is best when played with 2 teams, although it can work using 3 or 4 teams.

- **BATTLEBALL**

2 teams

One soft ball

Mark out a playing area of 30x30 yards with a soft ball located in the middle of the square. Divide players (except one) into two equal teams. The player left out will be the leader. If there's an even number of players, an adult will be the leader. Teams line up on opposite sides of the square, facing each other. All players on each team must be given a number, beginning with 1. The leader shouts out a number. The 2 players with that number run into the middle and try to grab the ball. Whoever grabs the ball stands where they are at. The player that grabs the ball now must attempt to throw the ball at the other player and hit him/her. The other player must attempt to avoid being hit by the ball while staying within the square.

Rules

- If the player without the ball gets hit with the ball or steps out of the square, the thrower's team gets one point. If the player without the ball catches the ball (it can't touch the ground first), his/her team gets one point.



- If the thrower throws the ball outside the square, that round is over. The leader then calls out another number and play continues.
- If the ball hits the ground inside the square, the person not throwing has to give the ball back to the thrower and play continues.
- The team that scores 21 points wins.

